- 9. (Canceled)
- 10. (Canceled)
- 11. (Canceled)
- 12. (Canceled)
- 13. (Canceled)
- 14. (Canceled)
- 15. (Canceled)
- 16. (Canceled)
- 17. (Canceled)
- 18. (New) A system comprising:
 - a track segmentor for segmenting a track according to time;
 - a track database comprising at least one track element generated by said track segmentor; and
 - a segment mixer that plays a single track element at a time to create a track from said at least one track element during play of said at least one track element.
- 19. (New) The system of claim 18 wherein said segment mixer plays consecutive track elements with no gaps and no overlaps.
- 20. (New) The system of claim 18 wherein said track database comprises at least one sequence of a plurality of track elements.
- 21. (New) The system of claim 20 comprising means for loading said segment mixer with a sequence of said at least one sequence of a plurality of track elements.

- 22. (New) The track elements of claim 18 wherein at least one of said track elements begins at the start of a beat, lasts a full number of beats and ends before the start of a next beat, whereby said track elements form building blocks enabling the creation of a track.
- 23. (New) A method for consecutively playing track segments during play comprising:

playing track segment according to preset instructions;

checking preset instructions for next track segment to play;

modifying preset instructions for a track segment;

changing track segment play order according to modified instructions.

- 24. (New) The method of claim 23 wherein said consecutively playing track segments are played one after the other with no gaps and no overlaps.
- 25. (New) The method of claim 23 wherein an initial play order of said track segments is taken from a track database.
- 26. (New) The method of claim 23 comprising means for playing track segments at the same BPM rate.
- 27. (New) The track segments of claim 23, wherein at least one of said track segments begins at the start of a start of beat, lasts a full number of beats and ends before the start of a next beat, whereby said track segments form building blocks enabling the creation of a track.
- 28. (New) The track segments of claim 27, wherein each said segment is marked by a number denoting the number of beats it contains, whereby said track segments form building blocks enabling the creation of a track and the beat mixing of track segments.
- 29. (New) A method for representing a track, comprising:

a plurality of track segments each consisting of a segment of said represented track according to time;

a default order of said track segments;

whereby said track segments form building blocks enabling the creation of a track by placing said track segments in various orders consecutively and said default order of said track segments forms a default track.

- 30. (New) The track segments of claim 29 wherein at least one of said track segments begins at the start of beat, lasts a full number of beats and ends before the start of a next beat, whereby said track segments form building blocks enabling the creation of a track.
- 31. (New) The track segments of claim 30, wherein each said track segments is marked by a number denoting the number of beats it contains, whereby said track segments form building blocks enabling the creation of a track and the beat mixing of track segments.
- 32. (New) The track segments of claim 29 wherein said track segments are stored in a track database stored on a separate media than said represented track.
- 33. (New) The track segments of claim 29 wherein said track segments are stored in a track database stored on the same media of said represented track.
- 34. (New) A system comprising:

a track database comprising data of a plurality of track segments;

a master segment mixer to sequentially play a plurality of track segments to create a master track from said data during play;

- at least one slave segment mixer each to sequentially play a plurality of track segments to create a slave track from said data during play; and
- a coupling means to combine said master track and said at least one slave track during play of said master track and said at least one slave track.
- 35. (New) The system of claim 34 wherein at least one track segment played by said at least one slave segment mixer has a different BPM rate to a track segment simultaneously played by said master segment mixer.
- 36. (New) The system of claim 35, wherein at least one said slave segment mixer plays at least two track segments having different BPM rates.
- 37. (New) The system of claim 35, wherein said slave segment mixer initiates playing in accordance to closest beat start of said master segment mixer automatically following a start of play request during play of said master segment mixer.
- 38. (New) The system of claim 35, wherein said master segment mixer beat information is exported to at least one external device.
- 39. (New) The external device of Claim 37, wherein said external device is Video equipment (VJ) whereby the video projected synchronizes with the music beat.
- 40. (New) The external device of Claim 37, wherein said external device is Lighting equipment whereby the lighting effects synchronizes with the music beat.

Very respectfully,

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Date: 31st of January 2006

Inventor's Signature:

Noam Camiel, Applicant